

Figure 1.

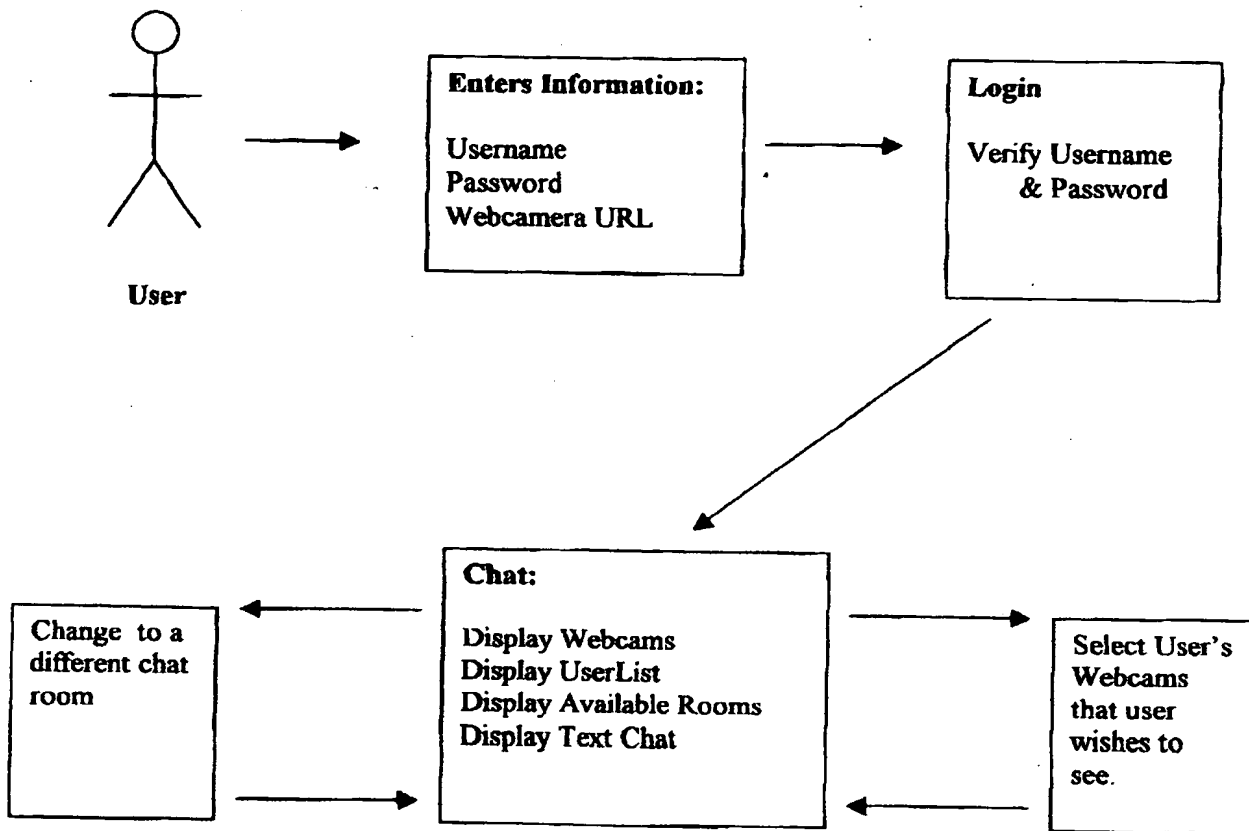
**General Flow for Client Program**

Figure 2.

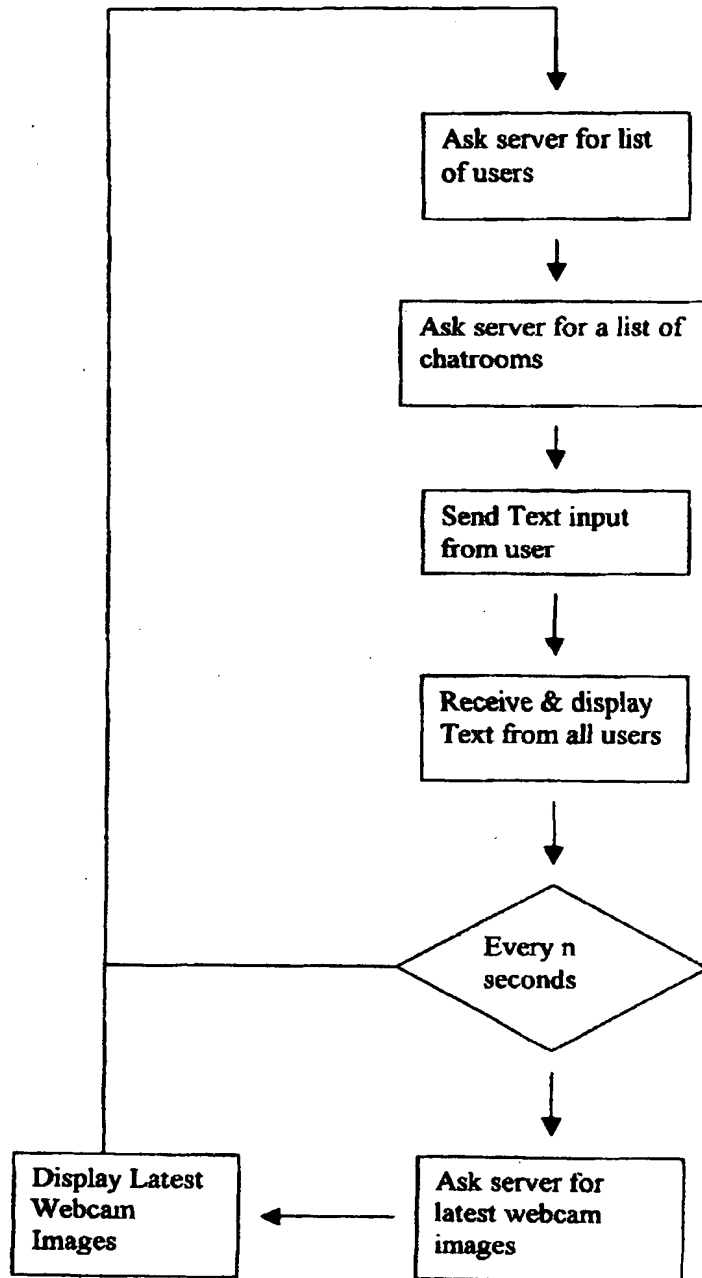
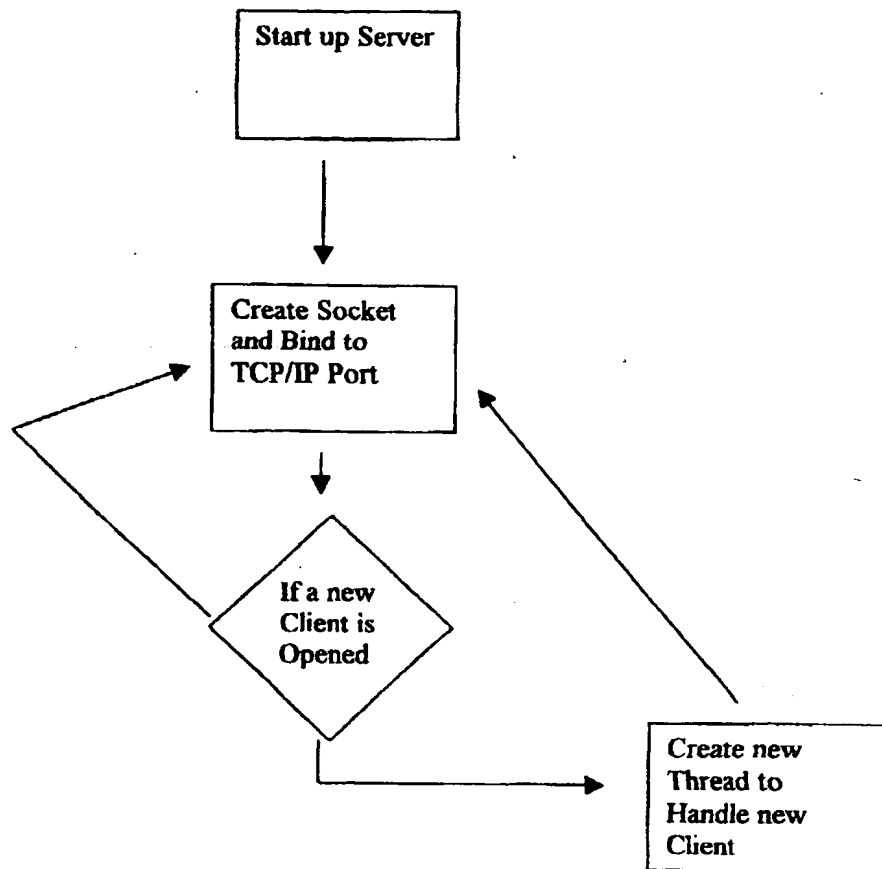
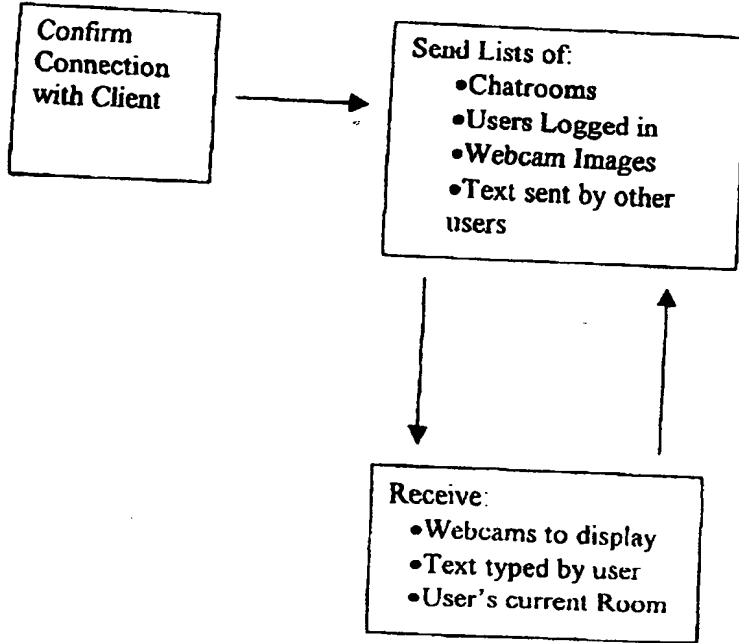
**Flow Chart of Client Chat**

Figure 3.



General Server Flow

Figure 4.



Server: Create New Thread

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The diagram illustrates the layout of a chatroom interface, enclosed in a large rectangular border. At the top, there are three rectangular boxes, each labeled "Webcam Image". The first two boxes on the left are connected by a horizontal dotted line. Below these, on the left side, is a large rectangular area labeled "C) The text chat area". At the bottom left is a rectangular box labeled "E) Text Entry area". On the right side, there are three rectangular boxes stacked vertically. The top box is labeled "Webcam Image". The middle box is labeled "D) Listing of available Rooms". The bottom box is labeled "A) Chatters whose webcams are displayed". To the right of the "C) The text chat area" box, there are two more boxes stacked vertically. The top one is labeled "B) Chatters not being displayed but online in chatroom".

This is a sample on how the program looks to the client. There are any number of webcam images on the top of the screen. These images are requested from the server program based on the names listed in Box A (see above). The names that are in Box B are still able to participate in the chat session, but their webcams are not shown on the top of the screen of this particular chatters screen. Each chatter will be presented a screen similar to this and they will be given the options of which chatters to view by double clicking names in Box A & B.

Description of each Letter

- A) Chatters whose webcams appear on the top of the screen
- B) Chatters whose webcams do not appear on the top of the screen
- C) The text chat area where users' messages are displayed
- D) The listing of user-created chatrooms that are available to chat in
- E) In this area, the chatter types what he/she wishes to say and then hits "Enter" (or "Return") and it appears in the message area (Box C)